

are amendments up here.

SENATOR LABEDZ: LB 466 is a bill introduced by the committee at the request of the Nebraska Wildlife Federation. This bill as amended now would allow a Nebraska taxpayer to check off one, five, ten or more dollars to a conservation fund for nongame, threatened, and endangered species. I must stress that this concept would be strictly voluntary for the individual taxpayer. And with the amendments which were just passed with regard to paying for the cost of the checkoff from the revenues derived from the checkoff program there is no fiscal impact to the State of Nebraska. And I say that only because Senator Beutler is coming up with an amendment that will take away the fiscal impact for the State of Nebraska. Nebraskans have supported the proliferation of game species in Nebraska through the purchase of hunting permits. However, there are many Nebraskans who appreciate wildlife in this state and they are not hunters. This bill would give those Nebraskans the opportunity to support nongame and endangered species such as the peregrine, the black-footed ferret and the meadowlark. Wildlife in Nebraska is not owned by individuals, it is a property held in trust by the state for its citizens. Thirty-one other states have adopted similar checkoff programs and those programs have proved very successful. Adoption of the checkoff by those states has not led to a jumbling of tax forms with other checkoffs. I urge your support of LB 466. I believe Nebraskans support the concept of a checkoff for wildlife and I believe that it would generate substantial revenues for the support of nongame wildlife in this state. I urge the advancement of LB 466 as amended.

PRESIDENT: Amendment on the desk.

CLERK: Mr. President, the first amendment I have is from Senator Labedz. However, I understand she wishes to withdraw. Mr. President, the next amendment I have to the bill is by Senator Beutler. Senator Beutler, your amendment is on page 715 of the Journal.

PRESIDENT: The Chair recognizes Senator Beutler.